SNS-KD-USA

METAL COMBAT™

FALCON'S REVENGE

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

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Please read this instruction booklet thoroughly to ensure proper handling of your new games. Save this booklet for future reference.

NOTE: This game can only be played with the Super NES Super Scope™ accessory.

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Falcon
Tornado
Garam Mk 2
Siamang
Wong
Griffin
Viscount
Thanatos
Arachnus
Cobra
Groken
Spika
Rola

This Game Pak has a battery-backup function to record the progress of the game. To delete the saved data, while on the title screen press L & L & on Controller 1. Deleted data cannot be removed.

WARNING: If the POWER switch is switched ON and OFF repeatedly, saved data may be deleted. Avoid switching the POWER OFF before saving your game or it may be lost.

REBIRTH OF THE 21ST CENTURY

As the 21st century dawned and society ignored the warning signs of social unrest and tamperings with nature, crime, riots, and food shortages became commonplace. Cities soon dissolved into ruins and were divided and run as armed camps. As earthquakes and flooding devastated the remaining 'great cities,' all seemed to be lost. In this world of anarchy, human life was filled with violence, hatred and hopelessness. Soon, the only source of amusement became the Battle Game.

Advanced technology in weapons systems, armament and hydraulics were twisted to create a vehicle designed solely to compete in arena style combat. The first of these were little more than old army tanks outfitted with updated weapons systems. As pursuit of this new sport progressed, advanced designs with humanoid shapes soon began to appear. Originally called "Standing Tanks," they were soon to be called mechs, "ST." Typical [illegible] between these early models consisted of two STs being driven by [illegible] at each other with [illegible] weapons. Early [illegible] ST battles [illegible] were [illegible] and [illegible] [illegible] [illegible]

SUPER NES SUPER SCOPE CONTROL

PAUSE BUTTON
Press the PAUSE Button to interrupt game play. Press PAUSE again to resume game play. While the game is paused, you can recalibrate the Super Scope accessory.

POWER SWITCH
Slide this switch forward to the center position to turn the power on. **NOTE: You can also set this switch to TURBO. On this setting you will shoot continuously when you hold the FIRE Button down.**

FIRE BUTTON
Press this button to shoot at the screen.

BUTTONS AND BASIC OPERATION

SIGHT TUBE & FRONT SIGHT
To aim, align the center of the Front Sight over your target while looking through the Sight Tube.

CURSOR BUTTON
In this game, the CURSOR Button is used to select special weapons, such as the Bomb, for use. See the appropriate section of the manual for details.

CONTROL BUTTONS DESIGNATIONS AND OPERATION

GARAM MK 2

X Button: Rocket Punch, Elbow Shot (after Rocket Punch)
Y Button: Knuckle Bomb, Elbow Shot (after Rocket Punch)
B Button: Chest Cannon
A Button: Shoulder Cannon
L & R Buttons: Not used

SPECIAL ATTACKS -
Double Rocket Punch: Press L + A Buttons to charge, release to fire
Jumping Double Rocket Punch: Press ↑ + L + A Buttons to charge, release to fire
Double Knuckle Bomb: Press X+A Buttons to charge, release to fire

SIAMANG

X Button: Banana Shot
Y Button: Tail Shot
B Button: Chest and Shoulder Cannon
A Button: Claw Shot

SPECIAL ATTACKS -
Monkey Blast: Hold the L Button and rapidly press the B Button
Siamang Special: Rapidly press X + A Buttons to charge, release to fire (energy must be above 1/4)

WONG

X Button: Hand Blaster
Y Button: Head Grenade
B Button: Chest Cannon
A Button: Grenade
R Button: Missiles

SPECIAL ATTACKS -
Double Hand Bluster: Press X + A Buttons to charge, release to fire
Typhoon: Press X + Y Buttons to charge, release to fire
Hurricane: Press ↓ + X + A Buttons to charge, release to fire

CONTROL BUTTON DESIGNATIONS AND OPERATION

THANATOS

X Button: Knuckle Saucer
Y Button: Aurora Leg Bomb
B Button: Body Cannon (Big)
A Button: Body Cannon (Small)
R Button: Missiles

SPECIAL ATTACKS -
Rocket Punch: Press any direction + X Buttons to charge, release to fire
Rocket Kick: Press any direction + Y Buttons to charge, release to fire
Underhand Knuckle Smash: Hold the L Button and press the Y Button to charge, release to fire
Overhand Knuckle Smash: Hold the L Button and press the X Button to charge, release to fire
Skull Triangle: Press X + A Buttons to charge, release to fire
Cytron: Press X + Y Buttons to charge, release to fire
Double Knuckle Bomb: Press Y + B Buttons to charge, release to fire
Super Cytron: Press ↑ + X + Y Buttons to charge, release to fire
Omega Spark: Press ↑ + X + A Buttons to charge, release to fire

GRIFFIN

X Button: Wing Tip Shot
Y Button: Talon Shot
B Button: Chest Cannon 1
A Button: Chest Cannon 2
R Button: Missile

SPECIAL ATTACKS -
Spin: Double click ← or → on ✚ Control Pad
Quick Escape: Hold the L Button and double click ← or → on ✚ Control Pad
Double Wing Tip Shot: Press X + A Buttons to charge, release to fire
Double Talon and Wing Tip Shot: Press Y + B Buttons to charge, release to fire
Griffin Special: Press ↑ + X + A Buttons to charge, release to fire

ARACHNUS

X Button: Big Eye Bomb
Y Button: Y Shot
B Button: Stomach Cannon
A Button: Leg Cannon

SPECIAL ATTACKS -
Atomic Shot: Press X + A Buttons to charge, fires automatically
Plasma Shower: Press Y + B Buttons to charge, fires automatically
Propellant Dance: When he doesn't have his stomach, press X + A Buttons to charge, fires automatically

VISCOUNT

X Button: Shield Crash (throw shield), Knuckle Shot (if shield is gone)
Y Button: Hyper Bazooka, Knuckle Shot (if bazooka is gone)
B Button: Turbo Shot
A Button: Shield Cannon, Crystal Shot (if shield is gone)
R Button: Defend with shield

SPECIAL ATTACKS -
Energy Shot: Press X + A Buttons to charge, release to fire (only when bazooka and shield are gone and energy is above 1/4)
Super Turbo Shot: Hold the L Button and press the B Button

PREPARING THE SUPER SCOPE FOR PLAY

Set up your Super Scope Receiver Module as shown in the Super Scope Instruction Manual. Insert your Metal Combat - Falcon's Revenge game into the Super NES Control Deck and turn ON the Super NES and the Super Scope accessory. Shoot the screen.

AIM ADJUSTMENT

Hold the Super Scope so you can see through the opening in the eyepiece Sight Tube and the Front Sight. Aim at the center of the target on the ADJUST AIM screen and shoot the center of the screen. For best accuracy, it is important that you always aim through both the eyepiece Sight Tube opening and Front Sight tube.

After firing, a hit will be registered in the center of the target. The Super Scope is now calibrated.

After calibrating, test to make sure your aiming is accurate by firing at the target again. If not, recalibrate.

RECALIBRATING THE SUPER SCOPE

If at any time your aim seems inaccurate or if you change your position during play, you should recalibrate the Super Scope. Press the Super Scope's PAUSE Button to bring up the ADJUST AIM screen and follow the instructions above. If you do not want adjust your aim, or when you are finished doing so, you must press the PAUSE Button again to resume playing the game.

STARTING THE GAME & SELECTING MODES

One or two players can play. Please see the appropriate instructions below for information on playing each of the different modes.

TRAINING MODE

The Training Mode is used to prepare you for the Battle Game. Your instructor will give you a series of lessons that must be passed before you can select the Battle Game. The Training Mode is a one player game that uses only the Super Scope. See page 14 for further details.

TIME TRIAL MODE

In the Time Trial Mode, you will battle a group of STs. Your total time to defeat each group will be saved by the game into battery-backed memory. The Time Trial Mode can be played by one or two players who will both use the Super Scope, alternating turns. See page 14 for further details.

BATTLE MODE

In the Battle Mode, you must attempt to fight your way to Anubis and his ST Thanatos. Your progress will be saved into battery-backed memory as you progress toward your goal. The Battle Mode is a one player game that uses only the Super Scope. See page 15 for further details.

COMBAT MODE

The Combat Mode allows you to challenge a friend to a Battle Game match. After selecting your STs and handicapping, one of you will play using the Super Scope, while the other plays as the enemy using a standard controller. See page 15 for further details.

THE GAME SCREEN

The game screen, with the exceptions noted, is basically the same for all modes of play or ST chosen.

ENEMY ST

[1] Your Energy Meter turns red as you lose energy to enemy attacks.
[2] The enemy's Energy Meter tells you how much energy your foe has.
[3] The amount of time used so far this battle.
[4] The number of Bs displayed indicates the number of Bombs available.
[5] This meter fills to indicate the amount of energy charged in the enemy energy weapon.
[6] This meter fills to indicate the amount of energy charged in your energy weapon.
[7] As energy is charged, the Energy Bolt Indicator Lamps will light.
[8] This is the name of the current enemy ST.
[9] This meter tracks the enemy ST's speed
[10] These icons indicate which weapon you have currently selected.
[11] This indicates your ST's speed.
[12] This is the pilot of your ST.

PLAYING THE BATTLE GAME

The main objective of the Battle Game is to use your weapons to defeat your opponent. Your opponent of course will be attempting to do the same, so remember to also practice defense.

FIRING YOUR LASER CANNON

Your main weapon is a laser. Each time you press the FIRE Button, you will shoot a single shot. Like a machine gun, you can rapidly shoot these bolts, but this will do little damage to the enemy.

The Weapon Power Meter is located beneath the view screen.

FIRING ENERGY BOLTS

If you do not shoot the laser, energy builds up within your gun. When the Weapon Power Meter is filled, an indicator bar will light up. The magnitude of an Energy Bolt is much greater than TURBO Fire and can severely damage your enemy.

Each time the Weapon Power Meter fills, an Energy Bolt Indicator Lamp will light.

BOMBS AND SPECIAL ITEMS

You can select any of the Special Items from those listed by pressing the CURSOR Button until the desired Item's Icon lights. After aiming, press the FIRE Button to use it. See page 16 for further details on Special Items.

Special Weapon Icons are located beneath the Weapon Power Meter.

DEFENSE

Each enemy has different weapons at its disposal and will not be afraid to use them. If you wish to survive you must practice defense. Use the machine gun-like fire of TURBO Shots for this. However, some enemy weapons can only be defended using Energy Bolts.

Use both TURBO Fire and Energy Bolts to defend against enemy fire.

STARTING THE GAME AND SELECTING MODES

One or two players can play, dependent on the mode chosen.

After adjusting your aim, if you have not yet passed training, you will automatically enter the Training Mode. Once training has been passed, you will automatically go to the Battle Game.

If you are restarting the game, after the Training Mode has been passed, you will be asked if you wish to continue. Shoot YES to continue a Battle Game in progress. Shoot NO for other options (Combat Mode and Time Trials). When the SELECT MODE screen appears, select your choice by shooting at the appropriate target.

THE TRAINING MODE

All new ST Gunners must take compulsory training. After successfully completing the Training Mode, your information will be stored in the Game Pak's battery-backed memory and you will be allowed to advance to other modes of play. The Training Mode is a one player game. ST Gunner Training is broken into seven lesson levels. The seven levels are:

Level 1 ..... Targeting
Level 2 ..... Defense
Level 3 ..... Offense
Level 4 ..... Intercept
Level 5 ..... Assault
Level 6 ..... The Bomb
Level 7 ..... Combat

TIME TRIALS MODE

In the Time Trials Mode, you will battle a group of enemy STs. The goal is to defeat the enemy group in the shortest time possible. The fastest times will be saved by the Game Pak's battery-backup. The Time Trial Mode can be played by either one or two players who alternate the use of one Super Scope.

THE COMBAT GAME MODE

Use the SELECT Button to choose the enemy ST, then press START.

In The Combat Mode Game, you and a friend can compete head to head. You can choose to use either the ST Falcon or Tornado. The other player will choose their favorite enemy ST to battle with. The Combat Game Mode is a two player game. Player one will use the Super Scope, player two will use a standard Super NES Controller plugged into Control Socket 1. See Controller Operation on pages 8 and 9 for details on controlling the enemy STs.

Use the Super Scope's CUR-SOR Button and ← or → on the ✛ Control Pad to adjust the handicapping.

RECORDS MODE

To access the records stored in the Game Pak's battery-backed memory, you must have a Controller plugged into Controller Socket 1. When the title screen appears, press the X Button. To view different records, either press the FIRE Button on the Super Scope or the B Button on Controller 1.

THE BATTLE GAME MODE

Thanatos is waiting!

In The Battle Game Mode, you take control of the ST Falcon. Your goal is to advance through those STs who stand in your way as you attempt to reach Anubis in his ST Thanatos. When the map screen appears, your next battle location will be high lighted. Shoot the screen to begin your adventure. The Battle Game Mode is a one player game.

WARNING: Your Battle Game's progress is automatically saved. Do not RESET your Super NES or turn it's POWER to OFF until the map screen appears, or until you are asked to continue if you lose the battle. Doing so at any other time could cause your progress to be lost.

SPECIAL ITEMS

You can select these special items by pressing the CURSOR Button on the Super Scope. Once the icon of your choice is lit, press the FIRE Button to use it. If you do not use an item it will be saved for the next battle.

THE BOMB

The Bomb will slowly fly toward the point where you aimed. After a short time it will explode, causing a great deal of damage to the enemy. You get only one bomb per enemy. If you do not use it in battle, it will be saved for the next battle.

SHIELD

This item surrounds the entire ST with an energy shield to protect you from enemy attack for a short time.

ENERGY RECOVERY UNIT

This item will recover your ST's energy to full while in battle. It can only be used once, so save it until you really need it.

PLASMA BOMB

The Plasma Bomb allows you to launch charged gun energy as a bomb. Because this requires a 100% charge, if you press the FIRE Button before its charge is complete, it will not be fired.

HOMING LASER

This weapon will launch a volley of laser fire that will home in on the enemy's weakest point, but it cannot home in on an enemy that is not visible in the view screen.

SPECIAL ITEMS

DISRUPTER BOMB

This special bomb can be used to disrupt the energy transfer from an opponent's engines. While affected by the Disrupter Bomb, your enemy will be unable to move for a short time.

LIGHTNING BOMB

This bomb has the ability to turn night into day. When the time comes to use this weapon, you'll know it.

V-SYSTEM

This special item not only shields your ST, it also increases its speed and power.

CAUTION: This temporary item will use a great deal of your energy and cannot be activated if you do not have enough.

NEUTRON BEAM

This weapon concentrates neutrinos into a focused beam to damage your opponent.

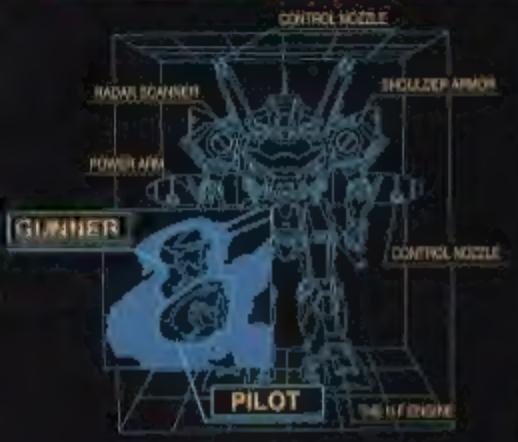
CAUTION: Using the Neutron Beam consumes a large portion of your ST's energy. It will not fire unless you have enough energy.

WIDE BOMB

This special weapon is the most effective item in your ST's arsenal. Its destructive power is truly awesome.

CAUTION: The wide bomb must be allowed to charge before it can be used. It will not fire unless it is fully charged.

FALCON



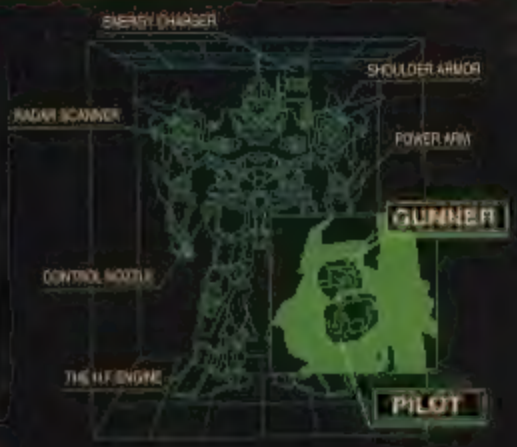
ST VITAL STATS

Height: 12.88 meters
Width: 7.25 meters
Weight: 32,500 kg
Max Speed: 195 km/h
Engine: Xeno-Tech HFE VIS

PILOT: MICHAEL ANDERSON

Mike is the designer and pilot of the ST Falcon. Earth's new renaissance, which began three years ago, has been directly attributed to Michael's defeat of Emperor Anubis. Since then, Mike has kept a low profile. However, with the return of Anubis, he has been seen in training near a deserted air base in the southwestern area of North America. Often he has been accompanied by two mysterious strangers, Rola and Carol Eugene.

TORNADO



ST VITAL STATS

Height: 11.95 meters
Width: 7.22 meters
Weight: 29,700 kg
[illegible]
Speed: 190 km/h
Engine: Xeno-Tech [illegible] ROL Alpha 4,100 kg

PILOT: CAROL EUGENE

Carol is the pilot and presumed owner of the ST Tornado. Her place of birth and the details of her background are currently unknown. She has recently been seen in the company of Michael Anderson and the other mysterious stranger, Rola.

GARAM MK 2

ST VITAL STATS

Height: 8.00 meters
Width: 9.05 meters
Weight: 29,500 kg
Max Speed: 150 km/h
Engine: Medal GSR 2 250 kg
Medal GSX 1 550 kg

PILOT: GUIDO

After being defeated by Falcon three years earlier Guido returned to his training grounds in the Rocky mountains When Anubis regained control Guido came out of hiding and quickly seized Neo New York, the seat of North America, where he serves as a Chief of Thanatos

SCOUTING REPORT

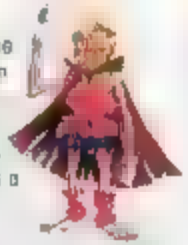
When Guido redesigned his ST Garam as Garam Mk 2 he retained most of the original design This time, however he has chosen the next generation of systems in order to make Garam bigger better, stronger and faster than before Be especially wary of his Rocket Punch, which now carries an internal guidance system and improved destructive power

SIAMANG

ST VITAL STATS

Height: 6.00 meters
Width: 6.80 meters
Weight: 12,500 kg
Max Speed: 145 km/h
Engine: Alfred Particle Engine A.P.E. 80-01 1,750 kg

PILOT: CHADA



Chada pilot of the ST Siamang, rules the area of Borneo and Oceania from a base in the Indonesian islands Originally he had hoped to use Antonov's old Russian aircraft carrier as a base but it was booby trapped and sank when he tried As a youth Chada was wild small and thin He sought power and strength by learning to pilot an ST He traveled the world, fighting all challenges until he met up with Guido, who was training in the Rocky Mountains They became fast friends and swore an oath of brotherhood under a Douglas Fir

SCOUTING REPORT

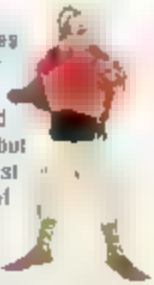
The ST Siamang is not particularly strong, but it moves very fast and is hard to track. Using speed to his advantage, Chada attempts to make enemy pilots feel foolish so as to cloud their judgment. The ST Siamang uses a particle emission engine specially designed for him by the Alfred Research Center in the ancient city of Kyoto

WONG

ST VITAL STATS

Height: 19.35 meters
Width: 12.60meters
Weight: 30,500 kg
Max Speed: 100 km/h
Engine: Anti-Gravity Control System Alfred OM-2A

PILOT: DAYAN



Dayan, pilot of the ST Wong, stages his battles as a running fight from behind "The Great Wall" in Mongolia. Originally the head of a tribe of nomadic Mongolians, Dayan learned to pilot an ST in order to protect his people, but he is now the Chief of the Asian region. At first Anubis sent many battlers to dispose of Dayan, but when the were unable to defeat him, Anubis challenged Dayan himself. After soundly thrashing Dayan in battle Anubis stopped just short of finishing him and made him swear an oath of loyalty, which Dayan secretly desires to break.

SCOUTING REPORT

The ST Wong is equipped with an anti-gravity device, developed by the Alfred Research Center the foremost authority on anti-gravity. This allows him to attack his enemies accurately no matter how much damage he has sustained. Dayan does not hesitate to take advantage of the obstacle that "The Great Wall" presents to the battle ground, climbing up and down the hills and running through the valleys to make excellent use of the maneuverability that his anti-gravity engine provides.

WONG

GRIFFIN

ST VITAL STATS

Height: 10.13 meters
Width: 7.98 meters
Weight: 22,800 kg
Speed: 155 km/h
Engine: Anti-Gravity Control System Alfred OB-3B

PILOT: ORUSOH

After the environmental changes began on Earth and the axis slipped, the last great achievement of the old society was to build a space station at the orbit of the new equator. It was dubbed the O.R.S. Orbital Ring Station Babel, and is connected to Earth by a great elevator. O.R.S. Babel also connects to the original Moonbase, Luna, by means of a magnetically guided space ship. It is here where Anubis has placed the most ruthless ST pilot he could find, Orusoh, as a guard on

SCOUTING REPORT

The ST Griffin, by means of its Alfred anti-gravity engine has the ability to enter space, dropping in and out of the atmosphere at will. Orusoh, who has no regard for his enemies, takes advantage of this ability and actually fights his battles by dropping into the atmosphere. His theory is that anyone who challenges him is foolish, and that if he doesn't destroy them quickly, the heat of re-entry will

GRIFFIN

VISCOUNT

ST VITAL STATS

Height: 12.50 meters
Width: 9.66 meters
Weight: 37,700 kg
Speed: 195 km/h
Engine: Xeno-Tech HFE VIS Alpha 4,000 kg

PILOT: CARLOS

When Thanatos held the world in his hands three years earlier, Carlos was Anubis' top General. After being defeated by the ST Falcon, he wandered the Earth trying to find himself. He succeeded only in building up an intense hatred for the ST pilots by two people which he considers an abomination. When Anubis returned, he found Carlos' position. Carlos has accepted knowing that ST Falcon will most likely return as well and when it comes, he will get revenge.

SCOUTING REPORT

When Carlos rejoined Anubis, he was given complete access to all Xeno-Tech knowledge and materials. After consultation with Zephyr himself, Carlos designed and rebuilt a much improved version of Baron, calling it Viscount. Improvements include the built-in hyper bazooka on his right hand. This bazooka is designed to have more destructive power than Falcon's. He still carries a shield in his left hand and has improved armor of the weak points Falcon attacked before.

VISCOUNT

THANATOS

ST VITAL STATS

Height: 12.55 meters
Width: 9.65 meters
Weight: 37,500 kg
Speed: 165 km/h
Engine: Xeno-Tech HFE THN Beta 4,250 kg

PILOT: ANUBIS

Three years earlier after his original defeat, everyone thought that Anubis and his ST Thanatos had been destroyed forever. Somehow he has returned and quickly reestablished himself as the world's Emperor once again. This time it only has taken him three days to conquer the world and has divided it into three areas for his new Chiefs. Each of them is assigned to control politics and laws for his area. He assigned Orusoh to be his General and guardian of O.R.S. Babel and has appointed Carlos his personal bodyguard at Moonbase Luna.

SCOUTING REPORT

With the advantage of his synaptic connections directly to the ST Thanatos, Anubis has only to think a command and Thanatos responds. Anubis also has a special power that allows him to take the battle into another dimension filled with a hypnotic show of swirling colors and dancing skulls.

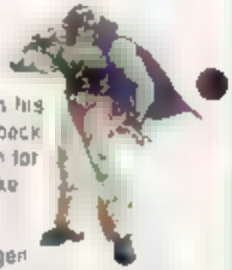
THANATOS

ARACHNUS

ST VITAL STATS

Height: 8.76 meters
Width: 6.09 meters
Weight: 24,800 kg
Max Speed: 158 km/h
Engine: Xeno-Tech HFE Spider 4,280 kg

PILOT: DANPE



A general of the Eltorian invasion army, Danpe has stationed himself to observe the actions of Thanatos from his post on Jupiter. From there he reports back to the central command. With a passion for fighting, he awaits his opportunity to strike.

SCOUTING REPORT

Equipped with a Xeno-Tech HFE (Hydrogen Fusion Engine), the ST Arachnus has truly amazing potential. Its armor and weaponry were designed by Zephyr on the spec provided by Danpe. Little more than this is known.

ARACHNUS

COBRA

ST VITAL STATS

Height: 46.50 meters
Width: 28.82 meters
Weight: 18,876 kg
Max Speed: 155 km/h
Engine: Xeno-Tech HFE Python 10,000 kg

PILOT: ZEPHYR

Stationed at Saturn, Zephyr is the pilot of the huge ST Cobra and Eltoria's sole authority for ST research and development. Zephyr has personally designed all of the Eltorian STs. Although ordinarily quite timid, he has a tendency to show off his intelligence and look down on others. He wife Pama, whom he calls Momma, is stationed on Uranus and hen-pecks her husband.

SCOUTING REPORT

The huge ST Cobra has a shield on his left hand that can absorb any energy source, even the energy fired from Falcon's bazooka. Cobra's right hand is a psycho gun that uses the energy absorbed with his left hand to shoot an extremely strong shot.

COBRA

GROKEN

ST VITAL STATS

Height: 33.66 meters
Width: 47.44 meters
Weight: 237,390 kg
Max Speed: 80 km/h
Engine: Xeno-Tech HEE Trident Mk 7.200 kg

PILOT: PAMELA

Chief Commander of the Eltorian invasion and wife to General Zephyr, Pamela is highly aggressive and believes that she is the most beautiful creature in the universe. With a distaste for her army uniform, she wears her own clothes including an extravagant fur coat and lots of jewelry and gold.

[redacted] REPORT

Pamela's ST Groken was designed especially for her, and is of mammoth proportions. Its squid shape is made specifically to function underwater. Groken can fire devastatingly effective shots from the cannons all over her body.

SPIKA

ST VITAL STATS

Height: 12.77 meters
3.61 meters
Width: 10.43 meters
5.60 meters
Weight: 12,800 kg
Max Speed: 275 km/h
Engine: Xeno-Tech HEE RD. Beta 5,800 kg

Indicates dimensions while with

PILOT: UNKNOWN

No one knows who pilots this graceful looking ST. It has never been involved in the Battle Game — it has been seen only observing.

[redacted] REPORT

As this ST has never been known to battle its intentions are quite unknown.

ROLA

Rola is the instructor at Michael's secret training grounds located in Southwestern North America. A mysterious stranger, she has been seen only in the company of Michael Anderson and Carol Eugene.

ANKOH TD

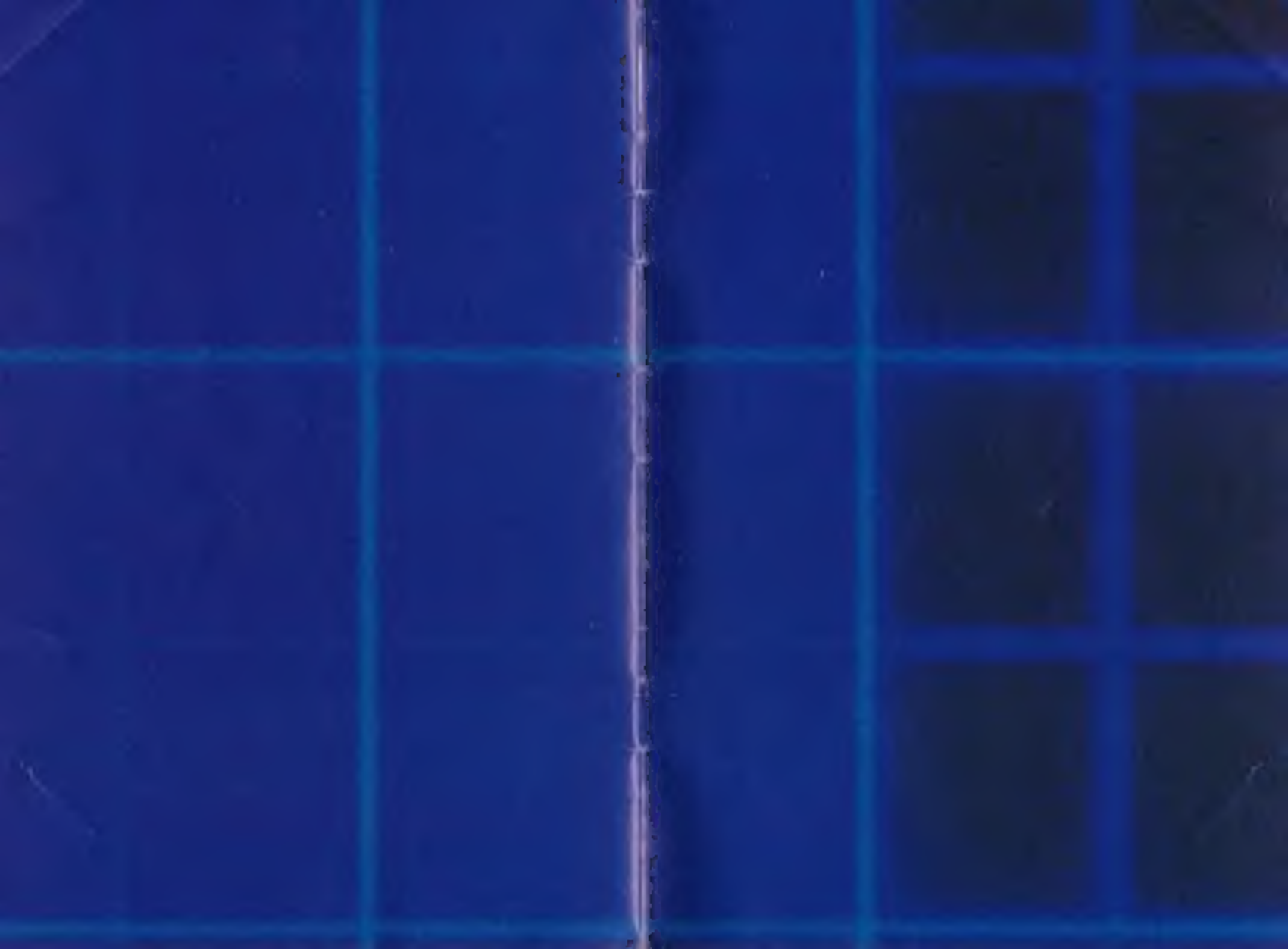
This training droid, fashioned in the shape of an angler fish was developed by Rola for ST gunner training.

KINOKO TD

This mushroom shaped training droid was developed by Rola to train and test potential gunners to accompany Michael Anderson in his attack on Anubis.

ST MAJIN

The ST Majin is used by Rola for training exercises. It carries only the most basic weaponry and can be reassembled from spare parts in just minutes.



WARNING

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If your Game Pak ceases to operate and it is not a copy and your Nintendo Control Deck has no alteration or backup device attached to it, please call the Nintendo Consumer Assistance Hotline at 1-800-255-3700 (U.S. and Canada) or your local authorized Nintendo distributor for assistance.

3-MONTH LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION
3-MONTH LIMITED WARRANTY

(For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

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OR SERVICE? CALL 1-800-255-3700.

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